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INSTRUCTION BOOKLET

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SUPER NINTENDO
ENTERTAINMENT SYSTEM

WELCOME TO THE NFL

ESPN Sunday Night NFL brings you the hardest hitting sport in the world right to your living room! Hosted by the irrepressible Chris Berman, ESPN Sunday Night NFL makes you the ultimate gridiron commander. Every team in the AFC and NFC is here for you to coach, play and take all the way to the Superbowl!

We've combined ease of use with an incredible selection of options and playing scenarios that make every game a fresh experience. ESPN Sunday Night NFL has all of the latest features and rule changes of real NFL games, including 2-point conversions after touchdowns and current rankings and ability comparisons. It's all waiting for you in the one video game guaranteed to turn a die-hard armchair quarterback into a master of the NFL!

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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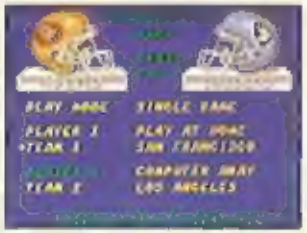
STARTING THE GAME

Insert the Game Pak into your Super NES and turn the machine on. Press the start button during the title screens to toggle through them until you reach the Main Option Screen. ESPN Sunday Night NFL features every team in both the AFC and NFC. Choose which team you (player 1), and your opponent (player 2 or the computer), will use at this stage.

NOTE: If there is only one controller plugged in to the Super NES, player 2 is preset as a computer opponent.



OPTIONS SCREENS

Customize each game to your own style of play in this mode. You are given the following series of custom settings:

Play Mode: Single Game, 1994 Season, Random Season, Playoffs, Continue, Load Game, Save Game.

Player 1: Choices are: Play at Home, Play Away, Coach at Home, Coach Away (You pick plays only) Computer at Home, Computer Away (Computer does everything for you.)

Team 1: Choose which team you want to play. Each team shows a Skills Snapshot and which league and division it is in.

OPTIONS SCREENS

Player 2: Same options as above in 2-player game. Otherwise, the computer plays this opponent.

Team 2: Again, same as above . . .

The options for playing are:
1 Player - One person competes against the computer controlled team at home or away.

Head to head - Player 1 vs. Player 2.

Player vs. Coach - Player 1 vs. Player 2. Both players choose the plays, but Player 2 (as Coach) has the computer execute the called plays.

Coach vs. Coach - Player 1 vs. Player 2 - Both players only select the plays while the computer executes their choices automatically.

Coach vs. Computer - Player 1 vs. computer controlled team. Player 1 chooses the plays and the computer executes his selections.

At the top of the screen is the name of the stadium chosen for play and the surface of the playing field. These change as you play at home or away games.

NOTE: Some teams are known to perform better on turf than on grass.

Once your decisions are final, press the start button to move on to the next Options Menu.

OPTIONS SCREENS

The Select Options Menu screen offers the following choices to custom design your games:

Delay of Game: on/off. If you need more time to choose your plays/strategies, choose "off" under the Delay of game options. This will allow you as much time as you need in-between plays. When this option is "on", the player will have 40 seconds to pick his play and get the play started.

Pass Interference: on/off. If you do not trust the referee's judgement, especially on those crucial pass plays, then turn the Pass Interference option off (all other penalties apply). If you want the game to run its course, then leave the Pass Interference option on.

Team Skills: Each team has a preset value for a variety of skill levels. If you leave this option at the "Real" setting, these options come in to play. If, however, you set this at "Even", then the competing teams will have even statistical weight.

Quarter Length: Set the time for each quarter at 5, 10, or 15 minutes of regulation play. NOTE: Time Outs stop the clock until the ball is snapped on the following play. Press the start button to move to the next screen.

AND NOW, CHRIS BERMAN AND ESPN SPORTS CENTER

Once you have determined the details of the game, Chris Berman will appear at the desk of ESPN SportsCenter to give you the details of the coming event. The mode that you chose to compete in determines the details of Chris' report. In all cases the team stats will be displayed to inform you (and your opponent) of the relative strengths and weaknesses of each team. Once the reports are completed, you'll go to the stadium for the coin toss.

Visiting team gets to choose Heads or Tails for the toss. The winner of the coin toss decides whether to Kick Off or receive the ball. After this has been determined, the game begins.

THE KICKOFF

All the legendary moves and tactics that have been shown over the years on ESPN Sunday Night NFL are now yours to command. The game of football will never be the same as you call the plays and make them happen! The Bump-and-Run Defense, the Halfback Option, the Fake-Punt Slant, the Flea Flicker; they're all here with more special features to create the ultimate football challenge.

Unless there is a turnover, the receiving team begins the game on Offense and the kicking team begins at Defense. The Main Menu for plays appears between every down with the selection of plays. In the 2-player mode, once a defensive play has been selected, the screen shows a background pattern until your opponent has made his offensive selection. If the player on offense finishes his selection before the defensive play has been chosen, well, the defender has to do a little scrambling.

Once the Offense has made their selection, the game shifts over to the field for the play. At this point, your skills as a player take over as you try to outwit and out-score your opponent. If you chose the Coach or Computer Mode of play, the game itself takes over here and runs the play without your input.

THE KICKOFF

On Offense, you have four downs (series of plays) to advance the ball 10 yards. If you are successful, then you begin a new set of downs. Continue this process until you score a touchdown or a field goal. If you are unsuccessful at making the 10 yard minimum by the fourth down and you are out of field goal range, it is advisable to punt the ball to the Defense. The winner is the team that has scored the most points by the final whistle. If the game ends in a tie, then you have one extra quarter for a sudden death playoff. The first team to score in sudden death wins the game.

As with any sport, wild and unpredictable plays are known to happen. This game was designed to utilize all the possible plays in an unexpected manner to keep your opponent off guard. Try a fake kick once in a while to keep them on their toes.

THE PLAY CHOICE SCREEN

It may seem complicated at first, but once you have used it, it becomes second nature. This screen is split in two by the ESPN Stats bar. This bar flashes between the names of the teams and current score and the current quarter, down and yardline that the ball is placed on. The upper time is the time remaining in the quarter and the lower time is the 40 second play clock.

The top three screens are for the player on defense. Pressing the Y, B, or A buttons triggers which defense you want to employ. Selections advance each column until your choice is made.

The bottom nine screen are for offensive play selection. Again, use the Y, B, or A buttons to make your play selection. IMPORTANT NOTE: The column that is flashing determines which button is effected. Once you have mastered maneuvering between the plays, no defender will be able to follow your play selection!

THE PLAY CHOICE SCREEN

The choices for Offense and Defense are formations first, then play selection. Certain formations should be determined by studying the placement of the team on the field, what down it is, and so on. Once the formation is determined, the player selects an appropriate play.

Once the Offensive player has chosen the play, the screen shifts to the live action playing of the game. Plays continue until each quarter ends. At the end of the second quarter is half-time. Chris Berman comes back to give a recap of the games events and prepares you for the second half. He returns at the end of the game to announce the final score and the appropriate standing of the teams that competed in his wrap-up of the game.

CONTROLLER FUNCTIONS

The various buttons on the controller have multiple functions in this game. Listed below are the controls for every stage of the game:

In Title Screens: Start button advances to the next screen.

In Main Options Screen:

B button: Pops up menu, selects the highlighted menu option.

Select button: Cancels a menu selection.

Start button: Advances next menu.

Up/Down on Control Pad: Moves the cursor.

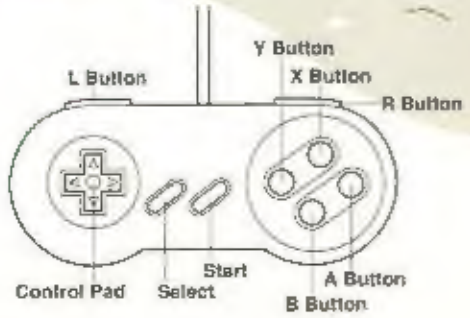
Left/Right on Control Pad: Moves to the next division when selecting a team.

In Sub-Options Screen:

B, Left, and Right buttons: Cycle through options.

Select button: Goes back to Main Options Screen.

Start button: Advances to next screen.



CONTROLLER FUNCTIONS

In Season Menus:

Start button: Plays the game indicated by the helmets at the top of the screen.
B button: Selects the highlighted options.
Select button: Goes back to Main Options Screen.
Start button: Advances into the game.
Y, B, & A buttons: Advance to the next cut screen.

DURING GAME PLAY

In Play Select Mode:

OFFENSE
Left and Right Fire buttons: Select left or right direction of the play.

Y, B, & A buttons: Selects play.

DEFENSE
Left/Right on the Control Pad: Toggle between pages.

Y, B, & A buttons: Selects play.

Before The Ball Is Snapped:

OFFENSE
X button: Brings up audible screen.
B button: Snaps the ball.

DEFENSE
X button: Brings up audible screen
Left and Right Fire buttons: Cycle through defenders.
Y button: Selects player closest to ball.

CONTROLLER FUNCTIONS

After The Ball Is Snapped:

OFFENSE

X button: Makes highlighted player dive

A button: Makes player do a spin move.

B button: Gives player a burst of speed. (Except for the QB before a pass, pitch, or hand off)

B button: Passes, pitches, and kicks the ball.

Left and Right Fire buttons: Cycle through the receivers during the pass plays.

DEFENSE

X button: makes highlighted player dive.

Y button: Selects player closest to ball.

B button: Gives player of speed.

A Few More Points

Passing: Your greatest weapon as a quarterback is the ability to choose your receiver. By toggling with the upper left or right buttons (on the top of the Controller), you can select which player to toss the ball to. The targeted receiver automatically runs to where the ball is thrown until controller inputs are detected which send him in another direction. A receiver controlled by a gamer has a slight advantage over one controlled by the computer. Get a feel for moving the player after the ball is in the air.

Kicking: The player controls the kicker and executes each kick. There are three options for style of kick to choose from (use the one most appropriate for your team's position on the field).

A FEW MORE POINTS

A power meter shows up to register the force and direction of the kick. Touching the B button starts/stops the power bar (2 times), once for force, then for direction. There are three types of kicks to choose from when you perform a kickoff:

Deep Kick - this has a long hang time and allows your special teams players time to get down field and tackle the ball handler.

Squib Kick - short, low and straight, you want this kick when you don't want to risk a runback from your opponent.

Onside Kick - Use this when you want to risk "stealing" the kickoff from your opponent, but if he receives the kick safely, his team will have excellent field position.

Punting: Many conditions go in to the strategy and execution of punting in this game. Instead of having a generic punt option, there are several choices for the punting team. This allows you a better chance to place the ball (or fake out an opponent) in the best possible way. When you choose Kick from the playbook, several options for punting appear. Choose the one that best fits your team's position on the field or see if you can catch your opponent off guard with a fake! The same meter for the kick appears as does on the Kickoff mode.

A FEW MORE POINTS

No-Huddle Offense & Audibles: Once you have familiarized yourself with the playbook, you can run a No-Huddle Offense. This adds a level of play that will keep your defender guessing! When the playbook screen is shown, choose the No-Huddle option and go right back to the formation you previously ran. You audiblize from the line of scrimmage by pressing in the play sequences you have memorized from the playbook. This way, there is no possible way the defender can guess your play, and he'll have to scramble to cover your team. If the Offensive player runs the No-Huddle from the end of a play, the playbook will not be seen.

Flip Plays: Players can audiblize at the line of scrimmage to flip the direction of the play they are running to offset a defensive strategy. This maneuver will force the defense to disguise its blitzes and adds another strategic element to the game play.

Length of the Game: You are able to set the length of the game for 20, 40 or 60 minutes. The game is played in quarters (5, 10, and 15 minutes, respectively), with a 2-minute warning before half-time and the end of game. Keep an eye on the time clock to make sure you maximize the amount of play time. The only ways to stop the clock are: a time-out, an incomplete pass, a touchdown, a penalty and when a runner takes the ball out of bounds.

Time Outs: Each team receives three time outs per half. Players can use time outs at any point during the game, however, time outs that are not used by the end of a half are cannot be used in the next half. Time outs cannot be called when a play is in progress. Use these strategically to utilize the game clock to your own advantage!

A FEW MORE POINTS

Points: Listed below are the points that a team makes in the game:

Touchdown - 6 points. This occurs when a player breaks the plane of the defender's end zone while carrying or receiving the football.

Point After (Kick) - 1 point. After every touchdown, the scoring team is allowed a free kick for an extra point.

Two-Point Conversion - 2 points. Instead of taking the free kick, a team may opt to run or pass the ball into the end zone from the 3-yard line for 2 points. This was formerly seen on collegiate level games prior to the 1994 season.

Field Goal - 3 points. When a team is close enough to the defender's end zone for this kick, yet too far to make a safe conversion from 4th down, they try for one of these. These usually determine the outcome of a game when the play goes into overtime.

Safety - 2 points. This is an uncommon event. It takes place when a defender tackles an offensive player (or makes him run out of bounds) in the end zone. The team that scores the safety receives the ball on the next set of downs by a special Punt-style kickoff.

REFERENCE

Glossary of Abbreviations of Positions:

C - Center
RG - Right Guard
RT - Right Tackle
RE - Right End
LT - Left Tackle
LG - Left Guard
LE - Left End
TE - Tight End
QB - Quarterback
RB - Running Back
FB - Fullback
WR - Wide Receiver
K - Kicker
P - Punter
KR - Kick Returner
PR - Punt Returner
LOLB - Left Outside Linebacker
ROLB - Right Outside Linebacker
LILB - Left Inside Linebacker
RILB - Right Inside Linebacker
SS - Strong Safety
FS - Free Safety
DB - Defensive back
RCB - Right Cornerback
LCB - Left Cornerback

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NOTES

NOTES

O F F I C I A L

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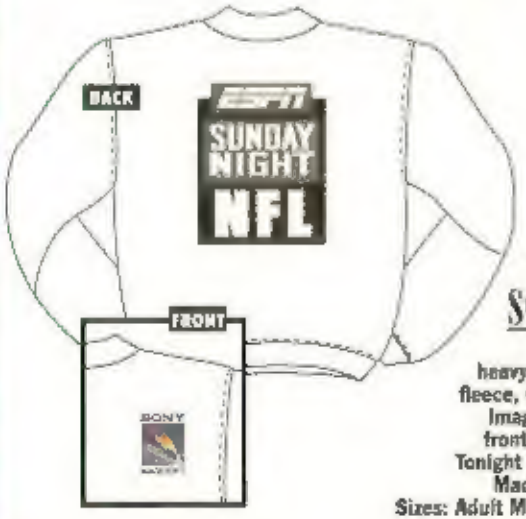
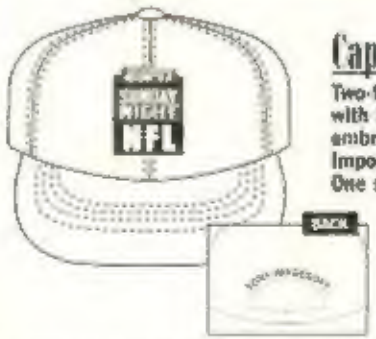
White, 100% heavyweight cotton, with full-color Imagesoft logo on front and Baseball Tonight logo on back. Made in the USA. Sizes: Adult L,XL. $11.99



Sweatshirt

White, 100% heavyweight cotton fleece, with full-color Imagesoft logo on front and Baseball Tonight logo on back. Made in the USA. Sizes: Adult M,L,XL. $24.99



Cap

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